

I CLAIM:

1. A method of playing a wagering game comprising:
accepting one or more high or low wagers;
5 allowing a player to roll two or more dice one or more times; and
resolving said high and low wagers, said high wager being won if each of the two
or more rolls are higher than a preestablished value and said low wager being won if
each of the two or more rolls are lower than the preestablished value.
- 10 2. The method claim 1 further comprising accepting a wager on a single roll of the
dice having a sum equal to the preestablished value.
3. The method of claim 1 wherein payouts associated with winning high and low
wagers are greater when each of two or more rolls has the same sum.
- 15 4. The method of claim 1 further comprising displaying a record of the sums of each
dice roll.
5. The method of claim 1 wherein two six-sided dice are rolled and the
preestablished value is seven.
- 20 6. The method of claim 1 wherein the dice are rolled on a craps table having a
modified gaming table layout.
- 25 7. The method of claim 6 further comprising moving said high or low wagers to a
number index on said layout in response to a first roll higher than the preestablished
value or lower than the preestablished value, respectively.
- 30 8. The method of claim 1 wherein two dice are rolled and further accepting single roll
wagers on number combinations of seven and eleven, two and three and eleven and
twelve.

9. A method of playing a wagering game comprising:
accepting high or low wagers;
allowing a player to roll two dice two consecutive times;
resolving said high and low wagers, said high wager being won if the first roll and
5 the second roll are each higher than seven and said low wager being won if the first roll
and the second roll are each lower than seven.
10. The method of claim 9 wherein payouts associated with the high and low wagers
are increased in the event the two winning rolls of the dice have the same sum.
- 10 11. The method of claim 9 further comprising accepting and resolving wagers based
on single rolls of the dice.
12. A wagering game comprising:
15 a gaming table having a table layout;
multiple dice; and
a high and low wagering area depicted on said table layout wherein said high
wager is won if a first roll and a second roll of the multiple dice are each higher than a
preestablished value and said low wager is won if the first roll and the second roll of the
20 multiple dice are each lower than a preestablished value.
13. The wagering game of claim 12 wherein the gaming table is a craps table.
14. The wagering game of claim 12 wherein a display records the sums of the dice
25 rolls.
15. The wagering game of claim 12 wherein the two six-sided dice are rolled and the
preestablished value is seven.
- 30 16. The wagering game of claim 12 wherein the table layout includes a number index
for tracking the high and low wagers.

17. An electronic gaming machine comprising:

a machine processor;

5 a display in communication with said processor, said display for displaying processor driven simulated dice rolls; and

means for accepting a high or low player wager, said high and low wagers being dependent upon consecutive simulated rolls of dice wherein the high wager is won if the consecutive simulated dice rolls exceed a preestablished value and said low wager being won if the consecutive simulated dice rolls fall below the preestablished value.

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18. The gaming machine of claim 17 wherein the processor simulates the dice rolls and resolves accepted wagers.

19. The gaming machine of claim 18 wherein the resolution of the high and low wagers comprises higher payouts when the consecutive winning high or low rolls are of the same sum.

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20. The gaming machine of claim 17 wherein the display displays a history of dice rolls.

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21. The gaming machine of claim 17 wherein the preestablished value is seven and the high and low wagers are resolved according to the processor causing the simulated roll of two six-sided dice on two consecutive occasions.

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22. The gaming machine of claim 17 wherein the means for accepting multiple group wagers is touchscreen technology associated with said display.

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